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1 Effects & techniques

Dominic Filion, Rob McNaughton

August 2008 **SIGGRAPH '08: SIGGRAPH 2008 classes**

**Publisher:** ACM

Full text available: Pdf (4.54 MB)

Additional Information: full citation, abstract, references

**Bibliometrics:** Downloads (6 Weeks): 54, Downloads (12 Months): 274, Citation (

In this chapter we present the techniques and algorithms used for comp context of the *StarCraft II* real-time strategy game. We will go over some of the technology used to empower our artists ...

2 Multi-grained level of detail using a hierarchical seamless texture atlas

Krzysztof Niski, Budirijanto Purnomo, Jonathan Cohen

April 2007 **I3D '07: Proceedings of the 2007 symposium on Interactive 3D graphics and games**

**Publisher:** ACM

Full text available: Pdf (2.43 MB)

Additional Information: full citation, abstract, references

**Bibliometrics:** Downloads (6 Weeks): 8, Downloads (12 Months): 77, Citation (

Previous algorithms for view-dependent level of detail provide local mesh refinement or global mesh refinement at a fixed, coarse granularity. The former provides finest granularity or at a fixed, coarse granularity. The former provides often at the expense of heavy CPU usage and low triangle ...

**Keywords:** geometry image, level of detail, out-of-core, parametrization, rendering, texture mapping

3 An interactive introduction to OpenGL programming

Dave Shreiner, Ed Angel, Vicki Shreiner

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM

Full text available: Pdf (3.35 MB)

Additional Information: full citation, abstract, references

**Bibliometrics:** Downloads (6 Weeks): 26, Downloads (12 Months): 150, Citation (

"An Interactive Introduction to OpenGL Programming" provides an overview of the OpenGL Application Programming Interface (API), a library of subroutines for drawing 2D and 3D objects and images on a computer. After the completion of the course,

4

Point based animation of elastic, plastic and melting objects

M.. Müller, R.. Keiser, A.. Nealen, M.. Pauly, M.. Gross, M.. Alexa  
August 2004 **SCA '04**: Proceedings of the 2004 ACM SIGGRAPH/Eurographi  
animation

**Publisher:** Eurographics Association

Full text available:  Pdf (305.14 KB)

Additional Information: full citation, [appendix](#), [references](#), [cited by](#), [in](#)

**Bibliometrics:** Downloads (6 Weeks): 18, Downloads (12 Months): 178, Citation (

We present a method for modeling and animating a wide spectrum of viscoelastic material properties anywhere in the range from stiff elastic to highly plastic. Our surface representation are point based, which allows arbitrarily ...

## 5 Shape-based retrieval and analysis of 3D models

 Thomas Funkhouser, Michael Kazhdan

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

**Publisher:** ACM

Full text available:  Pdf (12.56 MB)

Additional Information: full citation, [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 102, Downloads (12 Months): 682, Citation (

Large repositories of 3D data are rapidly becoming available in several fields such as CAD, molecular biology, and computer graphics. As the number of 3D representations grows, so does the need for computer algorithms to help people find ...

## 6 The RACE II engine for real-time volume rendering

 Harvey Ray, Deborah Silver

August 2000 **HWWS '00**: Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on hardware

**Publisher:** ACM

Full text available:  Pdf (785.19 KB)

Additional Information: full citation, [abstract](#), [reference](#)

**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 21, Citation (

In this paper, we present the RACE II Engine, which uses a hybrid volume rendering technique that combines algorithmic and hardware acceleration to maximize ray casting performance given the total amount of volume memory throughput contained in ...

## 7 An interactive introduction to OpenGL and OpenGL ES programming

 December 2008 **SIGGRAPH Asia '08**: SIGGRAPH ASIA 2008 courses

**Publisher:** ACM

Full text available:  Pdf (3.09 MB)

Additional Information: full citation, [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 173, Downloads (12 Months): 173, Citation (

OpenGL is a library for doing computer graphics. By using it, you can create programs that render high-quality color images composed of 3D geometric objects.

## 8 Level-of-detail volume rendering via 3D textures

 Manfred Weller, Rüdiger Westermann, Chuck Hansen, Kurt Zimmermann, "Volume rendering via 3D textures"

October 2000 **VVS '00**: Proceedings of the 2000 IEEE symposium on Volume visualization and visual methods

**Publisher:** ACM

Full text available:  Pdf (1.04 MB)

Additional Information: full citation, [references](#)

**Bibliometrics:** Downloads (6 Weeks): 9, Downloads (12 Months): 88, Citation (

## **9 Simulation of smoke based on vortex filament primitives**

 Alexis Angelidis, Fabrice Neyret

July 2005 **SCA '05: Proceedings of the 2005 ACM SIGGRAPH/Eurographic animation**

**Publisher:** ACM

Full text available:  Pdf (407.97 KB)

Additional Information: [full citation](#), [abstract](#), [...!\[\]\(a03a7eb2f4046e1d3c76772003e549ea\_img.jpg\)](#)

**Bibliometrics:** Downloads (6 Weeks): 6, Downloads (12 Months): 102, Citation

We describe a method that permits the high performance simulation of smoke, with high-level control for the artist. Our key primitives are vorticity defines a flow as well as velocity does, and ...

## **10 Facial modeling and animation**

 Jörg Haber, Demetri Terzopoulos

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM

Full text available:  Pdf (18.15 MB)

Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 136, Downloads (12 Months): 961, Citation

In this course we present an overview of the concepts and current techniques for facial modeling and animation. We introduce this research area by its history and application. A prerequisite for facial modeling, data acquisition is discussed ...

## **11 A hardware architecture for surface splatting**

 Tim Weyrich, Simon Heinzle, Timo Aila, Daniel B. Fasnacht, Stephan Oetiker

Simon Mall, Kaspar Rohrer, Norbert Felber, Hubert Kaeslin, Markus Gross

August 2007 **SIGGRAPH '07: SIGGRAPH 2007 papers**

**Publisher:** ACM

Full text available:  Mov (25:4 MIN),  Pdf (1.97 MB)

Additional Information: [full citation](#)

**Bibliometrics:** Downloads (6 Weeks): 55, Downloads (12 Months): 294, Citation

We present a novel architecture for hardware-accelerated rendering of point-sampled representations. It implements a refined version of EWA splatting, a high quality method for point-sampled representations. A central feature of ...

**Keywords:** 3D graphics hardware, data structures, point-based rendering, surface splatting

Also published in:

July 2007 **Transactions on Graphics (TOG) Volume 26 Issue 3**

## **12 Cut-and-paste editing of multiresolution surfaces**

 Henning Biermann, Ioana Martin, Fausto Bernardini, Denis Zorin

July 2002 **SIGGRAPH '02: Proceedings of the 29th annual conference on interactive techniques**

**Publisher:** ACM

Full text available:  Pdf (10.24 MB)

Additional Information: [full citation](#), [abstract](#), [...!\[\]\(5dca7bfbc13dee28f2892b5a008b91ca\_img.jpg\)](#)

**Bibliometrics:** Downloads (6 Weeks): 7, Downloads (12 Months): 81, Citation

Cutting and pasting to combine different elements into a common structure

operations that have been successfully adapted to many media types. § benefit from the availability of a general, robust, and efficient ...

Also published in:

July 2002 **Transactions on Graphics (TOG)** Volume 21 Issue 3

**13 Point-based computer graphics**

 Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger  
August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM

Full text available:  Pdf (8.94 MB)

Additional Information: [full citation](#), [abstract](#), [c](#)

**Bibliometrics:** Downloads (6 Weeks): 147, Downloads (12 Months): 526, Citation (

This course introduces points as a powerful and versatile graphics primitive. It covers latest concepts for the acquisition, representation, modeling, processing and rendering of sampled geometry along with applications and research ...

**14 FastSplats: optimized splatting on rectilinear grids**

Jian Huang, Roger Crawfis, Naem Shareef, Klaus Mueller

October 2000 **VIS '00: Proceedings of the conference on Visualization '00**

**Publisher:** IEEE Computer Society Press

Full text available:  Pdf (2.44 MB)

Additional Information: [full citation](#), [references](#)

**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 21, Citation (

**15 Geometric modeling based on triangle meshes**

 Mario Botsch, Mark Pauly, Christian Rossi, Stephan Bischoff, Leif Kobbelt  
July 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses**

**Publisher:** ACM

Full text available:  Pdf (24.22 MB) Additional Information: [full citation](#), [references](#), [index](#)

**Bibliometrics:** Downloads (6 Weeks): 67, Downloads (12 Months): 625, Citation (

**16 A suggestive interface for image guided 3D sketching**

 Steve Tsang, Ravin Balakrishnan, Karan Singh, Abhishek Ranjan

April 2004 **CHI '04: Proceedings of the SIGCHI conference on Human factors in computing systems**

**Publisher:** ACM

Full text available:  Pdf (1.01 MB)

Additional Information: [full citation](#), [abstract](#), [review](#)

**Bibliometrics:** Downloads (6 Weeks): 13, Downloads (12 Months): 116, Citation (

We present an image guided pen-based suggestive interface for sketching. Rather than starting from a blank canvas, existing 2D images of similar scenes provide visual cues for the user. Image based filters enable attraction, smoothing, ...

**Keywords:** image based interaction, sketching interfaces

**17 Floral diagrams and inflorescences: interactive flower modeling using geometric constraints**

 Takashi Ijiri, Shigeru Owada, Makoto Okabe, Takeo Igarashi

July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Papers**

**Publisher:** ACM

Full text available: [Mov](#) (24.22 MIN), [Pdf](#) (961.04 KB) Additional Information: [full citation](#)

[index](#)

**Bibliometrics:** Downloads (6 Weeks): 20, Downloads (12 Months): 129, Citation (

We present a system for modeling flowers in three dimensions quickly a correct botanical structures. We use *floral diagrams* and *inflorescences*, botanists to concisely describe structural ...

**Keywords:** 3D modeling, floral diagram, flower, inflorescence, sketch-t

Also published in:

July 2005 **Transactions on Graphics (TOG)** Volume 24 Issue 3

**18** [Interactive geometry remeshing](#)

[Pierre Alliez, Mark Meyer, Mathieu Desbrun](#)

[July 2002 SIGGRAPH '02: Proceedings of the 29th annual conference on interactive techniques](#)

**Publisher:** ACM

Full text available: [Pdf](#) (14.91 MB) Additional Information: [full citation](#), [abstract](#), [re](#)

**Bibliometrics:** Downloads (6 Weeks): 17, Downloads (12 Months): 133, Citation (

We present a novel technique, both flexible and efficient, for interactive geometry. First, the original (arbitrary genus) mesh is substituted by a parameter space. Using these maps, our algorithm is then able ...

Also published in:

July 2002 **Transactions on Graphics (TOG)** Volume 21 Issue 3

**19** [Real-time volume graphics](#)

[Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Reitinger](#)

[August 2004 SIGGRAPH '04: SIGGRAPH 2004 Course Notes](#)

**Publisher:** ACM

Full text available: [Pdf](#) (7.63 MB) Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 75, Downloads (12 Months): 635, Citation (

The tremendous evolution of programmable graphics hardware has made volume graphics a reality. In addition to the traditional application of rendering scientific visualization, the interest in applying these techniques ...

**20** [Floral diagrams and inflorescences: interactive flower modeling using constraints](#)

[Takashi Iijima, Shigeru Owada, Makoto Okabe, Takeo Igarashi](#)

[August 2007 SIGGRAPH '07: SIGGRAPH 2007 courses](#)

**Publisher:** ACM

Full text available: [Pdf](#) (1.14 MB) Additional Information: [full citation](#), [abstract](#), [re](#)

**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 73, Citation (

We present a system for modeling flowers in three dimensions quickly a correct botanical structures. We use *floral diagrams* and *inflorescences*, botanists to concisely describe structural ...

**Keywords:** 3D modeling, floral diagram, flower, inflorescence, sketch-t

Re

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1 Hardware-Based Nonlinear Filtering and Segmentation using High-Level Shading Language

Ivan Viola, Armin Kanitsar, Meister Eduard Gröller

October 2003 **VIS '03: Proceedings of the 14th IEEE Visualization 2003** (VIS)

**Publisher:** IEEE Computer Society

Full text available: Pdf (11.33 MB) Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 2, Downloads (12 Months): 36, Citation (

Non-linear filtering is an important task for volume analysis. This paper presents implementations of various non-linear filters for volume smoothing with level shading language is used in combination with latest ...

**Keywords:** Non-linear Filtering, Segmentation, Hardware Acceleration

2 Leo: a system for cost effective 3D shaded graphics

Michael F. Deering, Scott R. Nelson

September 1993 **SIGGRAPH '93: Proceedings of the 20th annual conference on computer graphics and interactive techniques**

**Publisher:** ACM

Full text available: Pdf (241.27 KB) Additional Information: [full citation](#), [reference](#)

**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 36, Citation (

**Keywords:** 3D graphics hardware, antialiased lines, floating-point micropolygonal rendering, parallel graphics algorithms, rendering

3 Flow simulations using particles: bridging computer graphics and CFD

Petros Koumoutsakos, Georges-Henri Cottet, Diego Rossinelli

August 2008 **SIGGRAPH '08: SIGGRAPH 2008 classes**

**Publisher:** ACM

Full text available: Mov (204:31 MIN), Pdf (48.21 MB) Additional Information: [full citation](#)

**Bibliometrics:** Downloads (6 Weeks): 105, Downloads (12 Months): 420, Citation (

The simulation of the motion of interacting particles is a deceptively simple method for exploring and animating flows in physical systems as diverse as sea waves, unsteady aerodynamics and nanofluidics.

4 An accelerating splatting algorithm based on multi-texture mapping for real-time particle rendering

Han Xiao, De-Gui Xiao

 November 2006 **GRAPHITE '06**: Proceedings of the 4th international conference on interactive techniques in Australasia and Southeast Asia

**Publisher:** ACM

Full text available:  Pdf (134.80 KB)

Additional Information: [full citation](#), [abstract](#),

**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 47, Citation (

Texture-mapping hardware has been successfully exploited for volume rendering. We combine splatting method with 2D texture mapping efficiently and propose a novel algorithm based volume rendering accelerated by multi ...

**Keywords:** footprint, multi texture blending, splatting, volume rendering

**5 Gaze-contingent display using texture mapping and OpenGL: system description**

 Stavri G. Nikolov, Timothy D. Newman, Dave R. Bull, Nishan C. Canagarajah, Alan Gilchrist

March 2004 **ETRA '04**: Proceedings of the 2004 symposium on Eye tracking in robotics and automation

**Publisher:** ACM

Full text available:  Pdf (685.03 KB)

Additional Information: [full citation](#), [appendix](#), [bibliography](#), [references](#), [index](#), [terms](#)

**Bibliometrics:** Downloads (6 Weeks): 10, Downloads (12 Months): 114, Citation (

This paper describes a novel gaze-contingent display (GCD) using texture mapping. The new system has a number of key features: (a) it is platform independent, running on multiple computers and under different operating systems; (b) ...

**Keywords:** display, eye-tracking, gaze-contingent, image analysis, image processing, OpenGL, texture mapping

**6 Real-time shadowing techniques**

 Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

**Publisher:** ACM

Full text available:  Pdf (11.17 MB)

Additional Information: [full citation](#), [abstract](#), [bibliography](#)

**Bibliometrics:** Downloads (6 Weeks): 52, Downloads (12 Months): 228, Citation (

Shadows heighten realism and provide important visual cues about the objects. But integration of robust shadow shadowing techniques in real-time rendering is a difficult task. In this course on how shadows are incorporated ...

**7 Shear-Warp deluxe: the Shear-Warp algorithm revisited**

Jon Sweeney, Klaus Mueller

May 2002 **VISSYM '02**: Proceedings of the symposium on Data Visualisation

**Publisher:** Eurographics Association

Full text available:  Pdf (889.04 KB)

Additional Information: [full citation](#), [abstract](#), [bibliography](#)

**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 27, Citation (

Despite continued advances in volume rendering technology, the Shear-Warp algorithm, conceived as early as 1994, still remains the world's fastest purely soft-ray casting algorithm. The impressive speed of near double-digit framerates ...

## 8 Crowd and group animation

 Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Re

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM

Full text available:  Pdf (20.19 MB)

Additional Information: [full citation, abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 86, Downloads (12 Months): 588, Citation (

A continuous challenge for special effects in movies is the production of rendering and behavior. This course will present state-of-the-art techniques that will explain in details the different ...

## 9 Splatting without the blur

Klaus Mueller, Torsten Möller, Roger Crawfis

October 1999 **VIS '99: Proceedings of the conference on Visualization '99:** (

**Publisher:** IEEE Computer Society Press

Full text available:  Pdf (283.67 KB)

Additional Information: [full citation, abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 1, Downloads (12 Months): 36, Citation (

Splatting is a volume rendering algorithm that combines efficient volume representation: Only voxels that have values inside the iso-range need voxels can be projected via efficient rasterization ...

## 10 Performance OpenGL: platform independent techniques or

 Tom True, Brad Grantham, Bob Kushne, Dave Shreiner

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM

Full text available:  Pdf (1.03 MB)

Additional Information: [full citation, abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 12, Downloads (12 Months): 92, Citation (

The OpenGL Application Programming Interface (API) is the most widely used computer-graphics interface available to programmers today. Such broad support for OpenGL on many different graphics hardware presents challenges in maximizing ...

## 11 Effects & techniques

 Dominic Filion, Rob McNaughton

August 2008 **SIGGRAPH '08: SIGGRAPH 2008 classes**

**Publisher:** ACM

Full text available:  Pdf (4.54 MB)

Additional Information: [full citation, abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 54, Downloads (12 Months): 274, Citation (

In this chapter we present the techniques and algorithms used for computing the effects of the *StarCraft II* real-time strategy game. We will go over some of the technologies used to empower our artists ...

## 12 Game Development: Harder Than You Think

 Jonathan Blow

February 2004 **Queue**, Volume 1 Issue 10

**Publisher:** ACM

Full text available:  Html (30.21 KB),  Pdf (943.03 KB) Additional Information: [full citation, abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 708, Downloads (12 Months): 1125, Citation (

**13 Visualization of areas of interest in software architecture diagrams**

 H. Byelas, A. Telea

September 2006 **SoftVis '06: Proceedings of the 2006 ACM symposium on**

**Publisher:** ACM

Full text available:  Pdf (7.27 MB)

Additional Information: full citation, abstract,

**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 131, Citation

Understanding complex software systems requires getting insight in how performance, trust, reliability, or structural attributes, correspond to the properties can be seen as defining several 'areas' ...

**Keywords:** UML diagrams, architecture visualization, areas of interest,

**14 Developing mobile 3D applications with OpenGL ES and M3G**

 Kari Pulli, Jani Vaarala, Ville Miettinen, Tomi Aarnio, Mark Callow

July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Courses**

**Publisher:** ACM

Full text available:  Pdf (9.22 MB) Additional Information: full citation

**Bibliometrics:** Downloads (6 Weeks): 16, Downloads (12 Months): 292, Citation

**15 Level set and PDE methods for computer graphics**

 David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Et Al.

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM

Full text available:  Pdf (17.07 MB)

Additional Information: full citation, abstract,

**Bibliometrics:** Downloads (6 Weeks): 134, Downloads (12 Months): 1085, Citation

Level set methods, an important class of partial differential equation (PDE) surfaces implicitly as the level set (iso-surface) of a sampled, evolving function with preparatory material that introduces the ...

**16 Video-based rendering**

 Marcus Magnor, Marc Pollefeys, German Cheung, Wojciech Matusik, Christi

July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Courses**

**Publisher:** ACM

Full text available:  Pdf (5.15 MB) Additional Information: full citation

**Bibliometrics:** Downloads (6 Weeks): 27, Downloads (12 Months): 271, Citation

**17 StoreGPU: exploiting graphics processing units to accelerate distributed systems**

 Sameer Al-Kiswany, Abdullah Gharaibeh, Elizeu Santos-Neto, George Yuan,

June 2008 **HPCD '08: Proceedings of the 17th international symposium on** computing

**Publisher:** ACM

Full text available:  Pdf (638.90 KB)

Additional Information: full citation, abstract,

**Bibliometrics:** Downloads (6 Weeks): 25, Downloads (12 Months): 123, Citation

Today Graphics Processing Units (GPUs) are a largely underexploited resource, a possible cost-effective enhancement to high-performance systems. To exploit GPUs are specialized scientific applications. ...

**Keywords:** gpu hashing, graphics processing unit, middleware, storage

**18 A review of vessel extraction techniques and algorithms**

 Cemil Kirbas, Francis Quek  
June 2004 **Computing Surveys (CSUR)**, Volume 36 Issue 2

**Publisher:** ACM

Full text available:  Pdf (8.06 MB)

Additional Information: [full citation](#), [abstract](#),

**Bibliometrics:** Downloads (6 Weeks): 101, Downloads (12 Months): 701, Citation

Vessel segmentation algorithms are the critical components of circulatory system segmentation. We present a survey of vessel extraction techniques and algorithms. We also compare different extraction approaches and techniques in perspective ...

**Keywords:** Magnetic resonance angiography, X-ray angiography, medical image processing, vessel extraction

**19 Introduction to computer graphics**

 December 2008 **SIGGRAPH Asia '08: SIGGRAPH ASIA 2008 courses**  
**Publisher:** ACM

Full text available:  Pdf (7.64 MB)

Additional Information: [full citation](#), [reference](#)

**Bibliometrics:** Downloads (6 Weeks): 45, Downloads (12 Months): 45, Citation

**20 Feature synthesized EM algorithm for image retrieval**

 Rui Li, Bir Bhanu, Anlei Dong  
May 2008 **Transactions on Multimedia Computing, Communications (TOMCCAP)**, Volume 4 Issue 2

**Publisher:** ACM

Full text available:  Pdf (11.83 MB)

Additional Information: [full citation](#), [abstract](#),

**Bibliometrics:** Downloads (6 Weeks): 21, Downloads (12 Months): 209, Citation

As a commonly used unsupervised learning algorithm in *Content-Based Expectation-Maximization* (EM) algorithm has several limitations, including the sensitivity to initial parameters and the convergence at a local maximum. In ...

**Keywords:** Coevolutionary feature synthesis, content-based image retrieval, semi-supervised learning

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